IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of

MIYAMOTO et al. Atty. Ref.: 723-1250

Serial No. Unknown Group: 3713

Filed: January 23, 2002 Examiner: S. Ashburn

For: VIDEO GAME SYSTEM WITH STATE OF NEXT WORLD DEPENDENT UPON MANNER OF ENTRY FROM PREVIOUS WORLD VIA A PORTAL (AS AMENDED)

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January 23, 2002

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

PRELIMINARY AMENDMENT

Please amend the above-identified application as follows:

IN THE TITLE

Please change the Title from "VIDEO GAME SYSTEM AND METHOD WITH ENHANCED THREE-DIMENSIONAL CHARACTER AND BACKGROUND CONTROL DUE TO ENVIRONMENTAL CONDITIONS" to -- VIDEO GAME SYSTEM WITH STATE OF NEXT WORLD DEPENDENT UPON MANNER OF ENTRY FROM PREVIOUS WORLD VIA A PORTAL--.

IN THE CLAIMS

Please delete claims 1-68 without prejudice or disclaimer and add new claims 69-83 as follows:

--69. (New) For use with a video game system console having a game program executing processing system to execute said video game program to create a display simulating a three-dimensional world, and at least one player controller having a joystick control member and a plurality of control keys and operable by a player to generate video game control signals, a portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics and sound data;

interface circuitry for coupling said video game instructions and said graphics and sound data retrieved from said memory media to said video game system console;

said video game instructions including instructions for causing said game program executing processing system to display a player-controlled character and to respond to changes in the joystick position to control the direction of motion of the player-controlled character and to respond to the amount of change in the joystick angular rotation to control the rate of the characters motion.--

--70. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to display the character in a running motion if the amount of joystick angular rotation is above a first predetermined value.--

--71. (New) A portable storage device according to claim 70, wherein instructions in said memory media control said game program executing processing system to display the character in a running motion which is at a higher rate than when the amount of joystick angular rotation is at said first predetermined value, if the amount of joystick angular rotation is at a second predetermined value greater than the first predetermined value.--

--72. (New) A portable storage device according to claim 69, wherein instruction in said memory media control said game program executing processing system to display the character in a walking motion if the amount of joystick angular rotation is below a predetermined value.--

--73. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to display the character in one of an acceleration running mode and a deceleration running mode.--

--74. (New) A portable storage device according to claim 73, wherein instructions in said memory media control said game program executing processing system to apply a different relationship between the amount of joystick change and the speed of motion in the acceleration and the deceleration modes.--

--75. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to detect whether a player controlled character is moving on a sloped surface and to modify the character's moving speed as a function of the slope of the surface.--

--76. (New) A portable storage device according to claim 75, wherein said instructions control said game program executing processing system to detect whether a player controlled

character is moving on an upwardly inclined sloped surface relative to the character's direction of movement.--

--77. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to display the character in a running motion with the upper body tilted forward if the amount of joystick angular rotation is above a first predetermined value.--

--78. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to detect whether the player controlled character is turning in a predetermined direction and to display the character with the upper body in the direction of the turn.--

--79. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to detect whether a player controlled character is being subjected to an environmental condition and to control the character's movement as a function of the detected environment condition.--

--80. (New) A portable storage device according to claim 79, wherein said environmental condition is the wind and the character is controlled to be moved in the direction of the wind.--

--81. (New) A portable storage device according to claim 79, wherein said environmental condition is the condition of the terrain on which the character is disposed and the character's movement is controlled as a function of the terrain condition.--

--82. (New) A portable storage device according to claim 69, wherein instructions in said memory media control said game program executing processing system to detect whether

the player controlled character has been motionless for a predetermined period of time and to control the motion of the character to be indicative of inactivity.--

--83. (New) A portable storage device according to claim 82, wherein said character is displayed to be in a sleeping state.--

REMARKS

Favorable examination is earnestly solicited.

Respectfully submitted,

NIXON & VANDERHYE P.C.

By: _____
Joseph S. Presta
Reg. No. 35,329

JSP:mg
1100 North Glebe Road, 8th Floor
Arlington, VA 22201-4714
Telephone: (703) 816-4000
Facsimile: (703) 816-4100